The process sizing step **76** is illustrated in greater detail in FIG. **12**. The process begins at **166**, and a decision step **168** determines whether the stylus is moving while it is still on the screen. As will be appreciated by those skilled in the art, this is easily accomplished by analyzing the series of data points provided by the display assembly **20** whenever the stylus is in contact with the screen **38**. If it is, the CPU **12** concludes that the user is making a sizing gesture to note N(i). Under these circumstances, step **170** calculates a vertical distance ΔY that is the difference between the current stylus location and the original location of the sizing button. The data record R(i) is then modified for note N(i) such that the height H(i) is set to $H(i)+\Delta Y$ in a step **172**. Next, in a step **174**, all visible notes (or portions thereof) are drawn on the screen **38**. Steps **168**, **170**, **172**, and **174** are then repeated until the stylus is no longer moving while on the screen as determined in by step **168**, at which time the process is completed as indicated at **176**.

It should be noted that the sizing button **48** can be used to reduce the size of a note as well as increase the size of a note. However, care should be taken while decreasing the size of the note, since part or all of the text, graphical, or data objects for the note could be obscured from view if the height of the note is insufficient to accommodate them.

FIG. **13** illustrates a process **174** for re-drawing all visible notes on the screen **38** of the pen-based computer system **10**. The step **174** is preferably implemented by graphics software such as QUICKDRAW from Apple Computer, Inc. of Cupertino, Calif. A description of the QUICKDRAW graphics software is found in the book *Inside Macintosh, Volumes I, II, and III,* by C. Rose et al., Addison-Wesley Publishing Company, Inc., July 1988. With such graphics software, a header bar, for example, can be drawn by simply specifying the coordinates of the beginning and the end of the bar, along with the thickness of the bar, its pattern, etc.

The process **174** begins at **178** and initializes variables in a step **180**. Two of these variables include the counter i which is set to the current note number C, and the variable Y which is set to the negative of the offset O. Next, in step **182**, the note N(i) is drawn from the point Y, i.e., from the current offset position. This step **182** includes the sub-steps of drawing the header bar B(i), the date D(i), the note number i, the text object TEXT(i), the graphic object GRAPHIC(i), the data object DATA(i), etc. This will result in an image of part or all of note N(i) being displayed on the screen **38**. Next, in a step **184**, the variable Y is increased by the height of note N(i) i.e., $Y=Y+H(i)$. In a decision step **186**, the value of Y is compared to L, the length of the screen **38**. If Y is greater than L, then the process **174** is completed as is indicated at **188**. Otherwise, the counter i is incremented by 1 in a step **190** and steps **182**, **184** and **186** are repeated. Essentially, the decision step **186** determines whether part or all of the next note will fit on the screen, and if it will, the CPU **12** causes that partial or complete note to be drawn on the screen. Steps **182–190** are repeated until all visible notes are displayed on the screen **38**.

In FIG. **14**, the step **84** of processing the up-scroll is illustrated in greater detail. The process begins at **192**, and a decision is made as to whether the current note number C and the current offset O are both equal to zero in a step **194**. If they are, the header bar B(1) of note N(1) is at the top of the screen **38** and no further up-scrolling is possible as indicated at **196**. Otherwise, step **198** determines whether the offset is equal to zero, and if it is not then the value of the offset O is reduced by the length of the screen L in a step **199** so that another screen-full of images can be displayed. If the offset O is equal to zero, the current note number C is decremented by 1 in a step **200**, and in a step **202** it is determined whether the height H(C) of note N(C) is less than L, the length of the screen **38**. If it is less, the entire note N(C) will fit on the screen **38**. If H(C) is not less than L, the entire note N(C) will not fit on the screen **38** and a new offset O is calculated as indicated in step **204**. This new offset O is equal to:

$$O=H(C)-\{H(C) \text{ MOD } L\}$$

where $\{H(C) \text{ MOD } L\}$ is the modulus of H(C) and L, i.e. it is equal to the remainder of the quotient H(C)/L. Finally, after steps **199** or **204** are completed or if the decision step **202** is true, all visible notes are drawn in step **174** before the completion of the process at **196**.

The process down-scroll step **88** is illustrated in greater detail in FIG. **15**. The process starts at **206**, and the height H(C) of the current note C is compared with the length L of screen **38** in a step **208**. If the height is less than the screen length, then the offset O is increased by the length of the screen L in a step **210**. Next, in step **212**, the offset is compared with the height H(C) of the current note and, if it is less than that height, all visible notes are drawn in a step **174** and the process is completed as indicated at **214**. Otherwise, if step **212** determines that the offset O is greater than the height H(C) of the current note, the current note C is incremented by 1 and the offset O is set to zero in a step **216**.

While this invention has been described in terms of several preferred embodiments, it is contemplated that alterations, modifications and permutations thereof will become apparent to those skilled in the art upon a reading of the specification and study of the drawings. Furthermore, certain terminology has been used for the purposes of descriptive clarity, and not to limit of the present invention. For example, while the creation of new notes has been described as the division of previous notes, it is also possible to characterize note creation as adding additional notes to one or more previous notes. It is therefore intended that the following appended claims include all such alterations, modifications and permutations as fall within the true spirit and scope of the present invention.

What is claimed is:

1. A method for manipulating notes on the screen of a computer display comprising:

generating an initial note area on a screen of a computer display;

dividing said initial note area into a plurality of note areas in response to at least one division gesture implemented by moving a pointing means across the width of the screen such that a left edge of the division gesture is within a first defined distance of a left side of said computer display and a right edge of the division gesture is within a second defined distance of a right side of said computer display, wherein the division gesture is made in a horizontal motion having a slope of less than a predefined slope value, and wherein each division gesture creates divider indicia in the form of a header bar on said screen which visually separates two adjacent note areas, said header bar being displayed on said computer display as a horizontal region having